

LINEMAN

SKAVEN



3x

MOVE

7

THROW

4+

ARMOUR

5+

THROWER

SKAVEN



1x

MOVE

7

THROW

3+

ARMOUR

5+

HANDLING SKILLS

Whenever this player moves into a square containing the ball, they pick it up as though they were making a Run action.

GUTTER RUNNER

SKAVEN



1x

MOVE

9

THROW

4+

ARMOUR

6+

SNEAKY STABBER

If this player makes a Block action with an assist, roll a six-sided dice as well as the two Block dice. If that dice roll is a 6, the target is automatically injured – do not resolve the block.

BLITZER

SKAVEN



1x

MOVE

7

THROW

4+

ARMOUR

4+

OFFENSIVE SPECIALIST

Whenever this player makes a Block action, their coach can choose to re-roll the Block dice.

WARPCENSER BALL



After a player that has possession of this ball makes a Run action, roll one six-sided dice. On a 1, that player is injured and this ball bounces once.

SKAVEN TEAM

WARPSTONE BRAZIER



If a player has possession of this ball at the start of their coach's turn, before making any actions, roll one six-sided dice. On a 1, that player's coach must make an Armour check for them. If that Armour check is failed, that player is injured and this ball bounces once.

SKAVEN TEAM